



Colegio Eduardo De Geyter
Subject: ENGLISH
Year 2020
Teacher: Germán Vargas Contreras

/ 20	
Score	Mark

GUIA # 3 – OCTAVOS BÁSICOS

Name:	Date:	Grade: 8th _____
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Puntaje y Criterios: 70% exigencia ENVIAR GUÍA TERMINADA ANTES DEL 03/04 A german.vargas@colegio-eduardodegeyter.cl	Puntaje: 14 pts, Calificación: 4,0	Puntaje: 20 pts, Calificación: 7,0
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WRITING AND READING.

I.- Look at the pictures below and mention what you notice about them. (Mira las imágenes siguientes y menciona que notas en estas)

Picture 1



Picture 2



Design. (DISEÑO)

Picture 1:	Picture 2:
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Size of the screen. (TAMAÑO DE LA PANTALLA)

Picture 1:	Picture 2:
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II.- Look at the following functions on the chart, and decide whether there apply to each cellphone or not. (Mira las siguientes funciones en la tabla si estas aplican para cada teléfono celular o no)

FUNCTION	Picture 1	Picture 2
5.- Talk to other people		
6.- Play games		
7.- Connect to the internet		
8.- Listen to music		
9.- Take pictures		

III.- Read the text below and answer in English the following questions. (Lee el texto siguiente y responde en Inglés las siguientes preguntas)

Brief History of Mobile Apps



Mobile applications are an essential part of our lives. We use them to chat with friends, pay taxes, order pizza, take photos of cats, and lots of other stuff. Statistically, we're spending more time with our smartphones than in front of PCs. So today, we'll consider the history of mobile applications, trying to understand how they became the center of our attention in such a short period of time.

The very first mobile phone was equipped with features like word clock, calculator, calendar, and contact book. By the way, do you remember the legendary snake game? The one that made a certain multinational cell phone company extremely popular? At that time, it was the pinnacle of the mobile gaming experience.

The Big Change

The announcement of the first smartphone designed and marketed by the company co-founded by Steve Jobs was a giant leap forward in the evolution of mobile apps. The digital keyboard revolutionized the way people used mobile apps. Many experts believe that it was the beginning of new era for the whole mobile industry. July 2008 is when everything changed. the digital store of this revolutionary brand went online. In one day, a bunch of apps were released for you to download on the company's smartphone. To be more exact, they released about 552 apps, with 135 of them being free to download. In just one week, its users downloaded about 10,000,000 (ten million) apps!

The Bottom Line

Mobile applications are in a process of constant evolution, which is unlikely to stop in the near future. What's even more interesting is that mobile applications have started to affect the design and format of smartphones, as well as our lifestyle. The question is: Do you go for a pizza or do you order a pizza through an app?

Source: Jet Ruby Agency <https://expertise.jetruby.com/brief-history-of-mobile-apps-286fbbf766a9>



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10.- Why was the snake game so important?

11.- What is the future of mobile industry?